

LIBERATOR™

ATARI®



LIBERATOR

ATARI

ATARI FORCE



Atari's most advanced space mission ever! The Atari Force is here to liberate the galaxy from the evil forces of Dr. Zoidberg and his alien henchmen. The Atari Force is a team of super-soldiers who have been trained to fight the forces of darkness. They are equipped with the latest in futuristic technology, including energy weapons and advanced vehicles. The Atari Force is determined to save the galaxy and restore peace and justice.



The Atari Force is a team of super-soldiers who have been trained to fight the forces of darkness. They are equipped with the latest in futuristic technology, including energy weapons and advanced vehicles. The Atari Force is determined to save the galaxy and restore peace and justice.



The Atari Force is a team of super-soldiers who have been trained to fight the forces of darkness. They are equipped with the latest in futuristic technology, including energy weapons and advanced vehicles. The Atari Force is determined to save the galaxy and restore peace and justice.



In the third star system fireballs appear, requiring four shots to destroy. In the ninth star system at the 25th Mission planet a white pulsating "master" base appears on the planet's surface with sensors that can defend against a laser attack by changing the speed and direction of planet rotation. In the eleventh star system, starballs appear that speed up after a hit and take four lasershots before being destroyed. In total there are 90 different planets to challenge the player.

The action never ends for you or the player. With new features and options to make Liberator your most successful mission.

Skill-Step™ Skill-Step allows a player to start a new game at various levels up to level 22. Levels are in increments of three. Bonus points and speedshots are awarded if the player selects and successfully completes a higher level of play. The player selects the skill level by holding "FIRE" when pressing "START".

High Score List—The 10 top pilot scores are displayed along with the initials of the players who achieved them. The top 3 scores are permanently stored in memory—even when power is off.

Scoring:
 Killer Saucers—150
 Missile Base—100
 Enemy Spaceship—50
 Satellite—20
 Pinball—20
 Starball—20
 MIRV—10



28in H x 18in W x 36in D (PCP)

Box 320 weight: 135 lbs.



WE ARE ATARI. WE ARE YOUR COMPANY.

Distributed by: